

AMENDMENTS TO THE SPECIFICATION

Please replace the paragraph at page 16, lines 3-25, with the following marked-up version:

--There are other reasons why game consoles may report different results to arbitration server 282c besides a player simply deciding to disconnect the game console during a game session. For example, it is possible that a game console may still be able to communicate over link 292 with arbitration server 282c, but be unable to communicate with other game consoles during a game session. In this case, it is possible that a network filter is being used by one or more players using one of the other game consoles to block communications with selected game consoles. FIGURE 8 illustrates a simple configuration in which game consoles 284a, 284b, and 284c have initially begun participation in a game session and have registered with gaming service arbitration server 282b. Initially, communication links 402 provide for communication between each of the game consoles and arbitration server 282b. However, if one or more players using game console 284b employs a network filter 408 to block communications from game consoles 284a and 284c, the online game executed on game console 284b will interpret the failed communication with the other two game consoles as possibly resulting from a decision by their players to discontinue play in the current game session and will report results to arbitration server 282b indicating only the results for the players on game consoles 284a ~~playergame-isb~~. Also game consoles 284a and 284c will interpret the failed communication with game console 284b as possibly being due to a decision by the one or more players using game console 284b to discontinue play during the game session. Accordingly, each of game consoles 284a and 284c will report results that indicate the player(s) on game console 284b failed to complete the game session; ~~that one of theirs~~. (Note, that in some games, more than one player on a game console may be viewed as a winner.)--